

Many other forms of graphics images can be used to illustrate the text appearing on any of the displays described in this specification. Alternatively, the graphics images can be shown alone without any text.

[0054] Figure 8 illustrates an exemplary show ticket reservation menu displayed on display 118 in response to a player or user touching the phrase "TICKET FOR SHOW" or the number 1 on the display shown in Figure 7, or by entering the number 1 on keypad 114. The items listed in Figure 8 may depend on the player's preferences stored in memory 121.

[0055] Figure 9 illustrates an exemplary comedy reservation menu displayed on display 118 in response to a player or user touching the phrase "COMEDY" or the number 1 on the display shown in Figure 8, or by entering the number 1 on keypad 114. The items listed may depend on the player's preferences stored in memory 121.

[0056] Figure 10 illustrates an exemplary show x reservation menu displayed on display 118 in response to a player or user touching the phrase "SHOW X" or the number 1 or the number 2 on the display shown in Figure 9, or by

entering the number 1 on keypad 114. The user enters the number of tickets desired in the blank space provided by using keypad 114 or by touching the appropriate number below the legend "NUMBER OF TICKETS." If the desired number of tickets is not displayed, the player touches "OTHER" in order to display the image of numeric input keypad 170 as shown in Figure 11. The player then enters the desired number of tickets by touching an appropriate combination of numbers on image 170. Box 174 displays the number entered by the player.

[0057] Communication unit 119 generates a message identifying the desired show, date(s), time(s) and number of tickets indicated by the player's touching of display 118 as described in connection with Figures 7-11. The message is transmitted via controller 148 and network 126 to service station 132 and is displayed on message display 134. Alternatively, the message may be sent to a ticket handling facility 158 of a producer or ticket agent of the requested show via a network 159, such as the Internet through central authority 120.

[0058] Figure 12 illustrates an exemplary reminder message sent to display 118 from central authority 120 or station 132.

[0059] Figure 13 illustrates an exemplary personal message menu displayed on display 118 in response to a player or user touching the phrase "PERSONAL MESSAGE SENT" or the number 3 on the display shown in Figure 3, or by entering the number 3 on keypad 114. When the player touches any of numbers 1-3 shown in Figure 13, or touches the text opposite the numbers, an alphanumeric input image, such as an image of an alphanumeric keypad 180, is displayed on display 118 as shown in Figure 14. Arrow 182 represents a backspace function, the word "ENTER" represents an enter function. The word "SHIFT" represents a shift function between upper case and lower case letters. The punctuation marks shown in image 180 have their normal meanings.

[0060] The player causes controller unit 119 to generate an appropriate message by entering the name of a person for whom the message is intended (e.g., John Doe), a game location (e.g., 106) or player ID number, and a message,